



FANDOM



FAN  
CENTRAL

BETA



GAMES



ANIME



MOVIES



TV



VIDEO



WIKIS



START A  
WIKI



ADVERTISEMENT

SIGN IN

REGISTER

1,126  
PAGES



## The Backrooms Wiki

LIBRARY RULES & GUIDES

in: [Class Habitable](#), [Levels](#), [Cluster I](#), and [2 more](#)

English

# Level 115: "Sunrise Resort"



SIGN IN TO  
EDIT



## Level 115: "Sunrise Resort"



Level 115 is the 116<sup>th</sup> level of the Backrooms.

### Survival Difficulty: Class Habitable

» ☐ Safe

» ☐ Sustained Communities

» ☐ Devoid of Harmful Entities

## Description

Level 115, colloquially known as the Sunrise Resort comprises a minute, water-locked tropical island bordered by a vast, seemingly infinite expanse of freshwater ocean. The ocean itself possesses an abundance of maritime life, primarily those originating from the **Frontrooms** along with several geographical features, with the most common being coral networks scattered nearby the island. Furthermore, the continuous sound of ocean waves intertwined with the occasional breeze further provides the level with a soothing ambience, similar to that of **Level 100**. The temperature of the water usually lingers around 20-23.5 degrees in daytime, and 18-19.2 degrees at night. Additionally, since the ocean is primarily composed of Freshwater, wanderers are able to harvest fresh drinking water.

The island itself is primarily comprised of Forest (with the exceptions of the resort), and has been documented to size around 6 kilometers squared (3.7 miles squared). The Forest itself, like the ocean, possesses a wide variety of flora and fauna. Each of which is believed to have originated from the **Frontrooms**. Various edible plants have also been documented growing in the area, such plants include a variety of fruit and berry trees which are harvestable and safe to eat. The temperature inside the forest usually lingers around a comfortable 20-21 degrees in daytime before dropping to 13-14 degrees following the arrival of nighttime. As you wander through this tranquil level, you'll notice the vibrant flora and hear the soothing sounds of a gently babbling brook. The air is filled with the scent of exotic flowers, such as the rare, fragrant Orchidias that can only be found in this level, and the melodious chirping of the unique island bird species that have made this level their home.

The forest within Level 115 holds more treasures than meet the eye. Beyond the berry trees, wanderers have documented the discovery of unusual fruit-bearing plants. These fruits come in a dazzling array of colors and flavors, each one a delightful surprise. Some have reported that consuming these fruits provides temporary boosts to energy and clarity, making them a sought-after commodity among seasoned wanderers. There has been one report of the temperature in the level rising to 30 degrees, the cause of this increase is probably because of the Cold Front caused by the Ocean. Thus, ocean currents regulate global climate, helping to counteract the uneven distribution of solar radiation reaching Earth's surface.

Level 115 at NightTime, took by a Wanderer found in the Level.

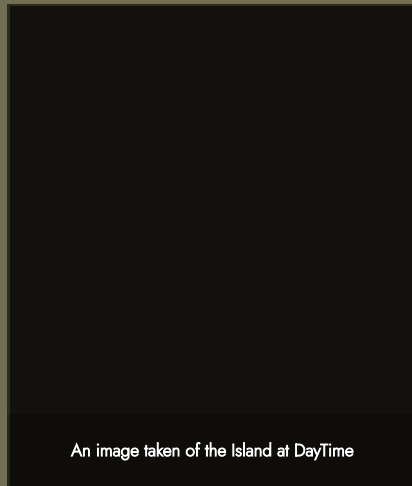
A Wanderer in the Forest, chilling while the ambient is majestic.

The Resort, spanning 1.2 kilometers covers approximately 20% of the Island, and is often the place which most wanderers choose to settle in should they enter the level. The architecture of the resort has been noticed to vary from more vernacular and indigenous styles to more modern ways of construction. Furthermore, scattered through the resort are several recreation areas such as outdoor pools, restaurants and weight rooms, these areas are usually staffed by **Facelings** who can assist you if needed. Additionally, the reception area of the Resort is usually staffed with one **faceling**, which upon request will provide you with a room key. The **Facelings** in this level are completely passive and appear to posses human level intelligence,

seemingly believing that they are normal humans, if the fact they do not have a face is pointed out they will get annoyed and inform the wanderer that they are lying. Wanderers often comment on the harmonious coexistence between themselves and the Facelings of Level 115. The Facelings here are

unique in that they interact with wanderers as if they were ordinary humans. They seem to be completely unaware of their facial featurelessness.

The Climate of Level 115 resembles that of a tropical climate, with temperatures fluctuating between 24-25 degrees in daytime, and 13-14 degrees following the arrival of night. The Day/Night cycle of the level has been documented to last around 24 hours and is often accompanied by sea breezes and other such events. Fortunately, the majority of the perils which associate themselves with tropical weather do not happen, however other weather activities such as rainfall happens frequently, and have been documented to be quite common within the level. Diseases like Malaria which would be common in such environments back on **earth** do not exist here making this level completely safe, **Hydrolitis Plague** also seems to not exist here as water can seemingly not stagnate on this level.



An image taken of the Island at DayTime



Another image took of Level 115 at NightTime, by the same Wanderer

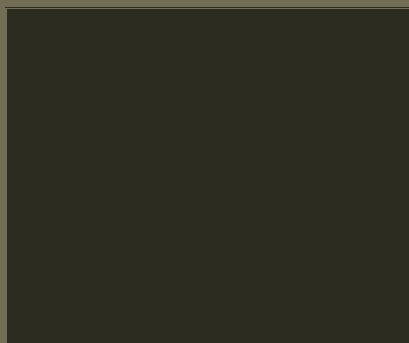
The beauty of this level is something important to note. Spending some time here is advised to take a break from the dangers of this enigmatic Backrooms. This level also features a few fishing rods near the small bridges, which are typically used by Facelings to fish and obtain food. However, the Wanderer can also fish without any problems, as the ocean is completely devoid of any issues and dangers, as seen previously. After a successful fishing session, you can choose to sell your catch to the friendly Facelings. They are eager to trade and will offer you extra Almond Water, a valuable resource in the Backrooms, or specific products, including MedKits and island-grown food. Alternatively, you can

cook and enjoy your freshly caught fish using the conveniently located grills spread throughout the level. However, keep in mind that the Facelings will only accept your offerings if you've earned a positive reputation on the Island. Treating them with respect and good manners will greatly enhance your chances of establishing harmonious relationships within this unique environment.

As night falls on Level 115, the ocean and forest take on a captivating transformation.

Many of the marine creatures that call the freshwater ocean home emit a soft, bioluminescent glow, casting an enchanting shimmer over the water's surface.

Additionally, fireflies in the forest add to the spectacle by creating a magical atmosphere as they light up the night. This breathtaking display of natural luminescence is a wonder that draws wanderers from all corners of the



Backrooms.

Nestled on the far end of the island is a somewhat mysterious lighthouse. It stands as a beacon of hope, guiding wanderers through the dark depths. The lighthouse's light is known to shift in color and intensity throughout the night, sometimes described as a gentle, pulsating glow, and other times a strong, steady beam. Some wanderers have ventured to explore the lighthouse, uncovering cryptic symbols and writings etched into its walls, hinting at the island's enigmatic past.

Wanderers who venture here find solace, resources, and even companionship, all amidst a tropical paradise unlike any other, to continue your journey through the enigmatic Backrooms.

A image of the Forest in DayTime took by the same Wanderer.

## Entities

Level 115 is only home to two types of entities that have been recorded so far: The pacified **Facelings** as stated above and a second entity endemic to this level. Some wanderers claim that a large green peacock nicknamed "The Lost One" lives in the Forest on this level. The entity is apparently passive and possesses the intelligence of a human, being able to communicate in a variety of human languages. However, its existence remains unconfirmed due to lack of photographic evidence. The Lost One is

An image of a Room.

worshipped by a small cult-like group (nicknamed the "Valerianists" by the other inhabitants of the level because of the name of their leader 'Father Valerian') of around 8 (6 humans and 2 **Facelings**) members that live in the resort who all claim to have seen it and been granted 'divine knowledge' by it. However due to the reclusive nature of the group, very little is known about this entity. **19 Facelings** (including the receptionist) have been noted to live at this level.

## Colonies and Outposts

An image of the Restaurant.

The level, having several properties which would idealize residence and settlement in the level has thus caught the attention of a large number of groups. As such, several colonies and outposts have been established by their respective groups the two largest groups are listed below.

### **Backrooms Red Cross** [Base Delta]

Base Delta functions as a hybrid field hospital, storage facility, and research center established by the Backrooms Association of the Red Cross. First intended to act as a medical treatment facility for wanderers at this level, it has since expanded to accommodate several other functions relating to the interests of the Red Cross. This outpost has 20 members.

Surfers Of Level 115

A group of self-taught surfers they are friendly to outsiders and will gladly accept new members. They have 15 members.

## Entrances and Exits

### Entrances

Entering the level can be achieved by the following methods:

The only way to enter this level is by wandering far enough down the beach of [Level 100](#) until one stumbles upon a large ditch in the sand filled with dark water. This is nicknamed The Trial by the inhabitants of Level 115. One will have to jump down into the murky water and keep swimming down (a strange effect will occur which will cause them to develop extreme fear). However, the ditch is not deep and only after 2 meters one will be sent to this level and wake up (completely dry) on a bed in the resort. If a wanderer is not able to swim to the bottom of the ditch and breaks the surface of the water they will find themselves back on [Level 100](#).

One can also enter this level by sitting under a streetlight during the night for 2 hours in [Level 603](#).

### Exits

Exiting the Level can be done by the following methods:

Finding and entering an unmarked wooden door located in the Reception will transport you to the [Hub](#). You must politely ask the receptionist if he will let you in to the door. There is a small chance the Receptionist will decline; however he can be bribed if given enough money and will then let a wanderer into the door.

CATEGORIES



LANGUAGES



Community content is available under [CC-BY-SA](#) unless otherwise noted.



EXPLORE PROPERTIES

[Fandom](#)

[Muthead](#)

Fanatical

#### FOLLOW US



#### OVERVIEW

[What is Fandom?](#)

[About](#)

[Careers](#)

[Press](#)

[Contact](#)

[Terms of Use](#)

[Privacy Policy](#)

[Global Sitemap](#)

[Local Sitemap](#)

#### COMMUNITY

[Community Central](#)

[Support](#)

[Help](#)

[Do Not Sell or Share My Personal Information](#)

#### ADVERTISE

[Media Kit](#)

[Contact](#)

#### FANDOM APPS

Take your favorite fandoms with you and never miss a beat.



Backrooms Wiki is a FANDOM Lifestyle Community.

[VIEW MOBILE SITE](#)